

Techno Union Hardcell Transport



SPECS

Class: Medium Ship
 In Service: -40 ANH
 Point Value: 145
 Ramming Factor: 50
 Hyperdrive Delay: 5

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 14
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +9

WEAPON DATA

Dual Laser Turret
 Class: Pulse Laser
 Mode: Standard
 Damage: 1d6+3
 Range Penalty: -2 per hex
 Fire Control: +1/+2/+3
 Interception Rating: -2
 Rate of Fire: 1 per turn

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

FORWARD HITS

1-4: Retro Thrust
 5: Dual Laser Turret
 6-7: Hyperdrive
 8-9: Cargo A
 10: Tractor Beam
 11: Hangar
 12-17: Structure
 18-20: PRIMARY Hit

SENSOR DATA

Defensive EW

Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	

AFT HITS

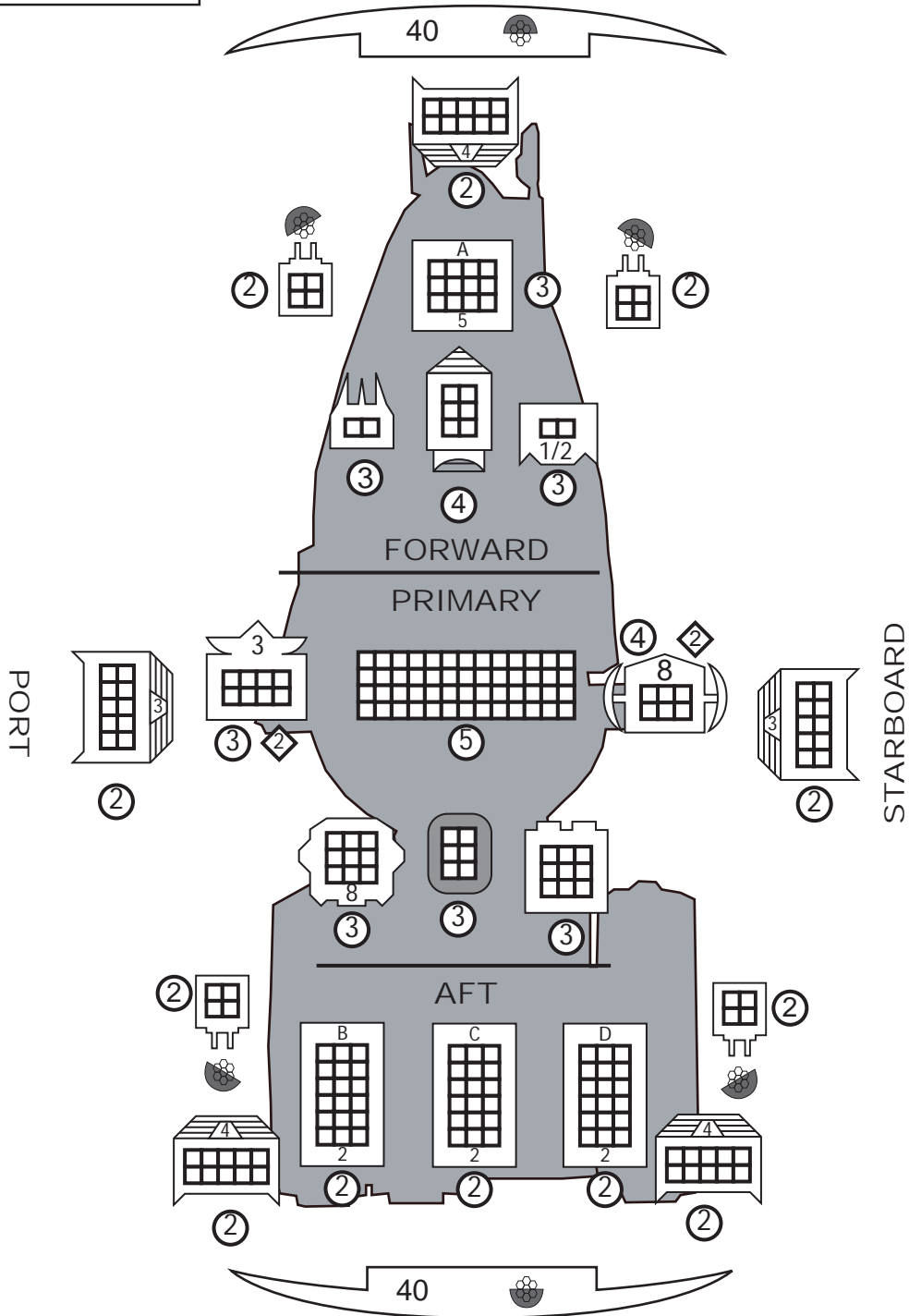
1-6: Main Thrust
 7: Dual Laser Turret
 8-12: Cargo B/C/F
 13-18: Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
 8-10: Shield Generator
 11-12: Sensors
 13-15: Engine
 16-18: Reactor
 19-20: C&C

HANGAR

0 Fighters
 2 Cargo Shuttles:
 No Weapon Thrust: 3
 Armor: 0 Defense: 12/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Cargo
- Dual Laser